

Amendments to the Specification:

Please replace the Abstract of the Disclosure with the following rewritten abstract:

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ABSTRACT OF THE DISCLOSURE

There is described a A game machine capable of providing three-dimensional
animated representations according to the progress of a game, ~~in consideration of~~
10 considering focus. The game machine includes a memory device for storing three-
dimensional data related to a plurality of objects and a game program; ~~an a player~~ input
B1 ~~section by way of which a player performs operations~~; a display section for representing
~~image data in an animated manner~~; and a computational processing device ~~which places~~
~~the plurality of objects in a world coordinate system on the basis of the game program and~~
15 ~~the three-dimensional data read from the memory, that~~ perspectively converts the plurality
of objects placed in the from a game program world coordinate system ~~with respect~~ to a
projection surface, and represents the perspectively-converted image data in an animated
manner. The computational processing device performs settings in such a way that a
specific object or ~~a specific portion of a specific object~~ thereof is brought into focus, and
20 the plurality of objects placed in the world space are blurred according to ~~the~~ their depths
~~thereof~~ relative to the specific object or ~~the specific portion of the specific object~~ thereof.